

LISTING OF THE CLAIMS

At the time of the Action:

Pending Claims: 21-40

Canceled Claims: 1-20 and 41

After this Response:

Pending Claims: 21-24, and 26-40

Amended Claims: 21, 28, 30-36, and 39

Canceled Claims: 1-20, 25, and 41

1-20. (Canceled)

21. (Currently Amended) One or more computer readable storage media storing computer-implementable instructions that cause one or more processors to perform acts comprising:

receiving a new message from an online gaming player associated with an online gaming service~~a client device~~;

identifying a sender name of the new message that identifies a the gaming player that sent the message~~user logged onto the client device~~;

identifying a title attribute of the new message that identifies a title of a specific game of the online gaming service from which the new message originated~~an application running on the client device that sent the new message~~;

storing the new message, the sender name, and the title attribute in a message queue associated with a targeted recipient of the new message;

determining whether a queue for a targeted recipient of the new message~~the~~

message queue has more than a message queue threshold number of messages; and
deleting one of the messages from the queue based on the sender name and the
title attribute when the queue includes more than the message queue threshold number
of messages, wherein deleting one of the messages from the queue comprises:

deleting a message in the queue that has the title attribute of the new
message regardless of the sender name of the new message when a sender name
count exceeds a sender name threshold and when an attribute title count exceeds
an attribute title threshold; ~~and~~
~~adding the new message to the queue.~~

22. (Previously Presented) One or more computer readable media as recited in
claim 21, wherein deleting one of the messages from the queue further comprises:

deleting the oldest message in the queue regardless of the sender name
and the attribute title when the sender name count does not exceed the sender
name threshold and when the attribute title count does not exceed the attribute
title threshold.

23. (Previously Presented) One or more computer readable media as recited in
claim 22, wherein the deleting one of the messages from the queue further comprises
deleting a message in the queue that has the sender name of the new message when the
sender name count exceeds the sender name threshold and when the attribute title
count does not exceed the attribute title threshold.

24. (Previously Presented) One or more computer readable media as recited in claim 21, wherein the deleting one of the messages from the queue further comprises deleting an oldest message in the queue that has the attribute title of the new message when the attribute title count exceeds the attribute title threshold.

25. (Canceled).

26. (Previously Presented) One or more computer readable media as recited in claim 23, wherein:

the deleting a message in the queue that has the sender name of the new message is to delete the oldest message in the queue that has the sender name of the new message.

27. (Previously Presented) One or more computer readable media as recited in claim 21, wherein the sender name includes at least one of a system administrator, a publisher of an application, and an application itself.

28. (Currently Amended) A method for intelligent message deletion, the method comprising:

~~identifying a first sender attribute of the a message that identifies a source of the new message;~~

~~identifying a second sender attribute of the new message that further identifies the source of the new message;~~

determining whether a queue for a targeted recipient of the new message has more than a message queue threshold number of messages;

determining a first sender attribute count based on the number of messages in the queue ~~that sent from a sender have the first sender attribute of the new message;~~

determining a second sender attribute count based on the number of messages in the queue that originated from a game that sent the new message, the game associated with an online gaming service ~~have the second sender attribute of the new message;~~

deleting a message from the queue based on both the first sender attribute count and the second sender attribute count; and

adding the new message to the queue.

29. (Previously Presented) A method as recited in claim 28, wherein the targeted recipient is an address identifying a user, the address being independent from any particular client device.

30. (Currently Amended) A method as recited in claim 28, wherein the deleting a message from the queue based on both the first sender attribute count and the second sender attribute count comprises

deleting a message from the sender of the new message ~~having the first sender attribute of the new message~~ when the first sender attribute count exceeds a first sender attribute threshold; and

deleting a message that originated from the game that sent the new message ~~having the second sender attribute of the new message~~ when the first sender attribute count does not exceed the first sender attribute threshold and when the second sender attribute count exceeds a second sender attribute threshold.

31. (Currently Amended) A method as recited in claim 30, wherein:

the deleting a message from the sender of the new message ~~having the first sender attribute of the new message is to delete~~ the oldest message in the queue that was sent from the sender of the new message ~~having the first sender attribute of the new message~~; and

the deleting a message that originated from the game that sent the new message ~~having the second sender attribute of the new message is to delete~~ the oldest message in the queue that originated from the game that sent the new message ~~having the second sender attribute of the new message~~.

32. (Currently Amended) A method as recited in claim 28, wherein the ~~second sender attribute comprising~~ of the new message identifies an online gaming player associated with the online gaming service ~~a user of a game console~~.

33. (Currently Amended) A method as recited in claim 28, wherein the sender of the new message is an online gaming player playing a game different from a game being played by the recipient of the new message at the time the new message is added to the queue ~~first sender attribute comprising a game title~~.

34. (Currently Amended) An online gaming service ~~system~~, comprising:
a message component having [[a]] memory to store-maintain a message queue for each of a plurality of users associated with the gaming service; and
an intelligent message deletion module of the messaging component to:
identify a first sender attribute of a newly received message that identifies
an online gaming player that sent ~~a source of the newly received message~~;

identify a second sender attribute of the newly received message that further identifies a title of an online game that sent the source of the newly received message;

add the newly received message to a target queue associated with a target user of the plurality of users that is a recipient of the newly received message~~the queue~~; and

delete a previously received message from the target queue based on the number of messages in the target queue that have the first sender attribute of the newly received message and the number of messages in the target queue that have the second sender attribute of the newly received message when the target queue includes more than a message queue threshold number of messages.

35. (Currently Amended) A system as recited in claim 34, wherein the each of the plurality of users are game consoles that have subscribed to the online gaming service in order to play games against another one or more of the plurality of users~~queue is associated with a targeted recipient of the newly received message~~.

36. (Currently Amended) A system as recited in claim 34, wherein the intelligent message deletion module is further configured to:

delete the oldest message in the target queue when the target queue includes more than ~~[[a]]~~the message queue threshold number of messages and when the number of messages in the queue that have the first sender attribute of the newly received message does not exceed a first sender attribute threshold; and

delete the oldest message in the target queue having the first sender attribute of the newly received message when the target queue includes more than the message

queue threshold number of messages and when the number of messages in the target queue that have the first sender attribute of the newly received message exceeds the first sender attribute threshold.

37. (Previously Presented) A system as recited in claim 34, wherein the first sender attribute of the newly received message identifies an application running on a client device that sent the newly received message.

38. (Previously Presented) A system as recited in claim 34, wherein the second sender attribute of the newly received message identifies a user logged onto a client device when the message was sent.

39. (Currently Amended) A system as recited in claim 34, wherein the intelligent message deletion module is further configured to:

delete the oldest message in the target queue having the second sender attribute of the newly received message when the target queue includes more than the message queue threshold number of messages, the number of messages in the target queue that have the first sender attribute of the newly received message does not exceed the first sender attribute threshold, and the number of messages in the target queue that have the second sender attribute of the newly received message exceeds the second sender attribute threshold.

40. (Previously Presented) A system as recited in claim 34, wherein the second sender attribute includes at least one of a system administrator, a publisher of an application, and an application itself.

41. (Canceled).